

**THE EFFECTIVENESS OF GUESSING GAME IN TEACHING
VOCABULARY**

**(An Experimental Research At Fifth Grade of MI. Miftahul Huda Dongos In
Academic Year Of 2019/2020)**

**Submitted in partial fulfillment of the requirements for the degree of Sarjana
Pendidikan Bahasa Inggris (S. Pd)**

A THESIS



By

FINA HAYATUL HUSNA

NIM 141320000145

STUDY PROGRAM OF ENGLISH LANGUAGE EDUCATION

FACULTY OF TARBIYAH AND TEACHING SCIENCE

ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA

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UNIVERSITAS ISLAM NAHDLATUL ULAMA (UNISNU) JEPARA
FAKULTAS TARBIYAH DAN ILMU KEGURUAN

- > Program Studi Pendidikan Agama Islam (PAI) Akreditasi BAN-PT : Peringkat A
Nomor : 3045/SK/BAN-PT/Akred/S/1/2018
- > Program Studi Pendidikan Bahasa Inggris (PBI) Akreditasi BAN-PT : Peringkat B
Nomor : 1697/SK/BAN-PT/Akred/S/1/2017
- > Program Studi Pendidikan Guru PAUD (PGPAUD) Ijin Penyelenggaraan Keputusan Menristekdikti RI
Nomor : 247/KPT/1/2016
- > Program Studi Pendidikan Guru Sekolah Dasar (PGSD) Ijin Penyelenggaraan Keputusan Menristekdikti RI
Nomor : 470/KPT/1/2016

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THE EFFECTIVENESS OF GUESSING GAME IN TEACHING VOCABULARY (AN EXPERIMENTAL RESEARCH AT FIFTH GRADE OF MI MIFTAHUL HUDA DONGOS IN ACADEMIC YEAR OF 2019/2020)

Name : FINA HAYATUL HUSNA
Registration Number : 141320000145
Place and Date of Birth : Jepara, 06 Juni 1996
Faculty : Tarbiyah and Teacher Sciences
Study Program : English Language Education

This thesis has been approved by the board of examiners of Tarbiyah and Teacher Sciences Faculty of Islamic University of Nahdlatul Ulama Jepara on:

February 2nd, 2021

and can be accepted as one of the requirements for acquiring Sarjana Pendidikan degree of English Language Education Study Program.

Jepara, February 2nd, 2021

Board of Examiners,

Chairperson


Drs. H. Mahalli, M.Pd.

Examiner 1


Husni Mubarak, M.Pd.

Secretary


H. Mufid, M.Ag.

Examiner 2


Nina Sofiana, M.Pd.

Advisor


Drs. H. Mahalli, M.Pd

ADVISOR'S APPROVAL

Assalamualaikum, Wr. Wb.

After I have corrected and made improvement as necessary, I send the final project script:


Name : Fina Hayatul Husna
NIM : 141320000145
Study Program : English Language Education
Title : **The Effectiveness of Guessing Game in Teaching Vocabulary
(An Experimental Research At Fifth Grade of MI. Miftahul Huda
Dongos in Academic Year Of 2019/2020)**

The final project has been approved by the advisor and ready for further approval in front of the board of examiners in Bachelor Degree (Sarjana Strata 1/S1) program Faculty of Tarbiyah and Teaching Science Islamic University of Nahdlatul Ulama (UNISNU) Jepara.

Wassalamualaikum Wr. Wb.

Jepara, 23 Desember 2020

Advisor



Drs. H. Mahalli M.Pd
NIY. 2 611110 89 001

STATEMENT OF ORIGINALITY

The undersigned below:

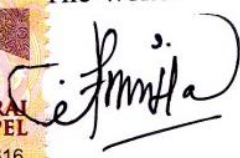
Name : Fina Hayatul Husna
NIM : 141320000149
Program Study : English Language Education


I declare with full integrity and responsibility that all of the material in my final project as a requirement for the degree of Sarjana Pendidikan Bahasa Inggris (S.Pd) Islamic University of Nahdlatul Ulama' Jepara is created by my own self. The final project is far from plagiarism and have not forward yetin other university to get the degree from other university.

There are parts in my final project that cited by references which had written the sources clearly with the norm, rule and etiquette for scientific writing.

Finally, the researcher already to get the punishment from the Faculty of Tarbiyah and teaching Sciences UNISNU Jepara when in the final project found incorrectness from my statement.

Jepara, 23 Desember 2020

The Writer

Fina Hayatul Husna
141320000145



ABSTRACT

Fina Hayatul Husna. 141320000145. 2020. **The Effectiveness of Guessing Game in Teaching Vocabulary (An Experimental Research At Fifth Grade of MI. Miftahul Huda Dongos in Academic Year Of 2019/2020)**. English Language Education Department. Islamic University of Nahdlatul Ulama' Jepara. Advisors: Drs. H. Mahalli M.Pd.

Keywords: effectiveness, guessing game, teaching vocabulary

The purpose of this research was to find out the effectiveness of guessing game in teaching vocabulary. The treatment was conducted on Januari 2020 at MI. Miftahul Huda Dongos. This method used experimental research. This experimental research involved experimental class and control class. The population of this research was 74 students of the fifth grade of MI. Miftahul Huda Dongos which each class consisted 38 students . The sample were class 5 A as the experimental group class and 5 B class as control group class. The test was used in collecting data : pre-test and post-test. Test consist of multiple choices items. Statistical calculation for experimental group class gave the average score of pre-test 66,71 and the average of post-test 86,71. Meanwhile, the average score of pre-test 64,74 and the average score of post-test 70,13 in control group class. Furthermore, the data was analyzed by using t-test. Based on the computation, t-test result 11,773 and t-table was 1,665. It means that t-test result was higher than t-table. It could be concluded that guessing game was effective in teaching vocabulary for fifth grade of MI. Miftahul Huda Dongos. Based on the result, it is recommended that teachers pay attention to the students about how to learn English well. It is also important to apply games especially guessing game in term of motivating students to learn English.

MOTTO

“Build your own dreams, or someone else will hire you to build theirs”

-Farrah Gray

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Finally, I realize that my thesis has many mistakes but I hope it has many benefit especially for another researcher and the reader. I will receive any criticism and suggestion with pleasure.

Jepara, 23 Desember 2020

The Writer



Fina Hayatul Husna

141320000145

DEDICATION

I dedicate this final project for :

- My beloved parents
- My big family
- My friends

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